





Playoff Format

The Sudoku Grand Prix playoffs will consist of eight puzzles, to be solved in a fixed order. The puzzles contain a selection of puzzles representative of the Sudoku GP series. Each host nation has contributed puzzles to the playoffs; one from each host nation is selected by the tournament director.

The competitors will begin with a staggered start based on the total number of points earned in the qualifying rounds. The 10th-place finisher in the GP will start two minutes after the 1st-place finisher. Other finishers will start at different times proportional to the number of points they are behind the 1st-place finisher.

Competitor (Country)	Position	Points	Start Time (m:ss)
Tiit Vunk (Estonia)	1st	4963.1	0:00
Seungjae Kwak (South Korea)	3rd	4866.4	0:16
Kota Morinishi (Japan)	4th	4717	0:40
Tantan Dai (China)	6th	4604.3	0:58
Hideaki Jo (Japan)	7th	4439.1	1:25
Michael Ley (Germany)	10th	4219.7	2:00
Thomas Snyder (USA)	11th	4203.3	2:03
Sinchai Rungsangrattanakul (Thailand)	12th	4200.4	2:03
Takuya Sugimoto (Japan)	15th	4149.5	2:11
David Jones (Canada)	17th	3965.7	2:41

When a competitor completes a puzzle, he can raise his hand to indicate to a proctor that he is done. The entire grid will then be judged over the next minute. After one minute, if the puzzle is correct, the proctor will indicate the competitor can begin the next puzzle. If the puzzle is incorrect, the proctor will return the incorrect puzzle to the competitor but will make no indication of where any mistake is in that grid. The competitor can resubmit a returned puzzle at any time, but another full one minute grading process will follow.

The playoffs will continue until 3 solvers have completed all puzzles correctly. These solvers, in order of finish, will be the top 3 winners for this year's Sudoku Prix.

Puzzles

1	Classic Sudoku	(Andrey Bogdanov, Russia)	Round 7
2	Sudoku XV	(Arvid Baars, Netherlands)	Round 1
3	Chess Kings Sudoku	(Rauno Pärnits, Estonia)	Round 5
4	Classic Sudoku	(Tom Collyer, United Kingdom)	Round 4
5	Renban Sudoku	(Bastien Vial-Jaime, France)	Round 2
6	Fuzzy Arrows Sudoku	(Jan Novotný, Czech Republic)	Round 3
7	Classic Sudoku	(Matúš Demiger, Slovakia)	Round 8
8	Diagonal Skyscrapers Sudoku	(Zoran Tanasić, Serbia)	Round 6







1, 4, 7 Classic Sudoku

Place a number from 1-9 in each empty cell in the grid such that each row, column and marked 3×3 box contains each number exactly once.

Example

		1	8		2	4		
	6			9			1	
8								9
1			9	8	5			6
	4		3		7		8	
9			4	2	6			1
7								4
	8			4			6	
		6	2		8	3		

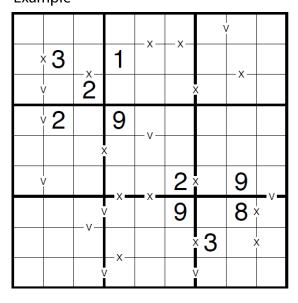
Solution

5	9	1	8	6	2	4	7	3
3	6	7	5	9	4	2	1	8
8	2	4	1	7	3	6	5	9
1	3	2	9	8	5	7	4	6
6	4	5	3	1	7	9	8	2
9	7	8	4	2	6	5	3	1
7	5	9	6	3	1	8	2	4
2	8	3	7	4	9	1	6	5
4	1	6	2	5	8	3	9	7

2 Sudoku XV

Apply classic sudoku rules. **All** horizontally and vertically neighbouring digits with the sum 10 are marked with X, **all** horizontally and vertically neighbouring digits with the sum 5 are marked with V.

Example



Solution

5	6	9	7	8	4	2	/3	1
7	3	8	1	_x	-×-	9	4	5
4	⁄ 1	2	5	9	3	7	-×-	8
3	⁄ 2	6	9	4	8	1	5	7
8	9	7	3	1	5	6	2	4
1 \	4	5	6	7_	2	8	9	3
6	7	1	4	Ŝ	9	5	8	Ž
2	5	4	8	6	7	3	1	9
9	8	3	2 <u>^</u>	5	1	4	7	6







3 Chess Kings Sudoku

Apply classic sudoku rules. Two digits represent white and black chess kings. As in real chess, kings cannot touch other kings of either colour, not even diagonally. It is a part of solving to find which digits represent chess kings.

Example

					4			8
	ഗ	9		8	5		4	
	5	4		9			1	
6								7
		7	2	3	6	4		
3								2
	7			1		6	2	
	3		4	6		8	7	
9			8					

Solution

7	1	3	6	2	4	9	5	8
2	9	6	1	8	5	7	4	3
8	5	4	7	9	3	2	1	6
6	2	9	5	4	1	3	8	7
5	8	7	2	3	6	4	9	1
3	4	1	ഗ	7	8	5	6	2
4	7	8	3	1	9	6	2	5
1	თ	5	4	6	2	8	7	9
9	6	2	8	5	7	1	3	4

♣ ♣ = 15

5 Renban Sudoku

Apply classic sudoku rules. Digits in grey areas form renban groups. These groups contain consecutive digits, in any order.

Example

	2	8						
								6
			7	1				6 3
						1		
		3		7		4		
		3						
3 8				8	4			
8								
						5	3	

Solution

5	2	8	3	6	9	7	1	4
7	3	1	2	4	5	8	9	6
4	9	6	7	1	8	2	5	3
9	8	7	4	3	2	1	6	5
6	5	3	9	7	1	4	8	2
1	4	2	8	5	6	3	7	9
3	6	5	1	8	4	9	2	7
8	7	9	5	2	3	6	4	1
2	1	4	6	9	7	5	3	8







6 Fuzzy Arrows Sudoku

Apply classic sudoku rules. Exactly one circle should be added on each grey line. The point of an arrow should then be added at each unused end of all grey lines. Finally, solve a standard arrows sudoku. A number placed in a cell with a circle must be the sum of the numbers placed in cells which the adjoining arrow passes through. Numbers may repeat on arrows.

Example

1				7		3		
			6		1			
		7		2				9
	8		თ				5	
9		4				6		2
	5				4		7	
2				4		1		
			ഗ		2			
		8		3				5

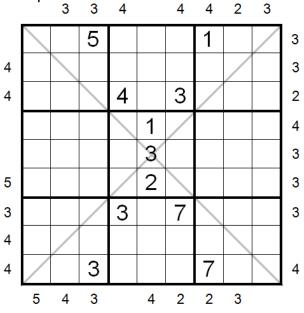
Solution

1	2	5	8	7	9	3	6	4
4	3	9	6	5	1	8	2	7
8	6	7	4	2	3	5	1	9
6	8	2	3	9	7	4	5	1
9	7	4	5	1	8	6	3	2
3	5	1	2	6	4	9	7	8
2	9	3	7	4	5	1	8	6
5	1	6	ഗ	8	2	7	4	3
7	4	8	1	3	6	2	9	5

8 Diagonal Skyscrapers Sudoku

Apply classic sudoku rules. Each number represents the height of a building. The clues outside the grid indicate the number of buildings visible from the corresponding direction. A higher building will hide any lower buildings behind it. Each marked diagonal must also contain each number from 1-9 exactly once.

Example



Solution

